
Subject: Re: Server Crashdump
Posted by [Ethenal](#) on Wed, 09 Jan 2013 04:55:27 GMT
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Lazy5686 wrote on Tue, 08 January 2013 19:21 I've actually been wondering for a while what kind of variable the bandwidth setting was stored in.

Xpert wrote on Sat, 05 January 2013 18:18 StealthEye wrote on Sat, 05 January 2013 18:38 150000000 is fine, 999999999 is too high.

I've said this numerous times but they refuse to take it off for whatever reason lol. I was the one who suggested 150000000. It's a reasonable amount for 50 players. You never mentioned this to me...

I'll give it a shot with our bot resetting it to 150000000 every map or possibly every 30 minutes on top of every map and see if that makes any difference. I already changed it lol, it makes absolutely no kbps difference. They're definitely correct.
